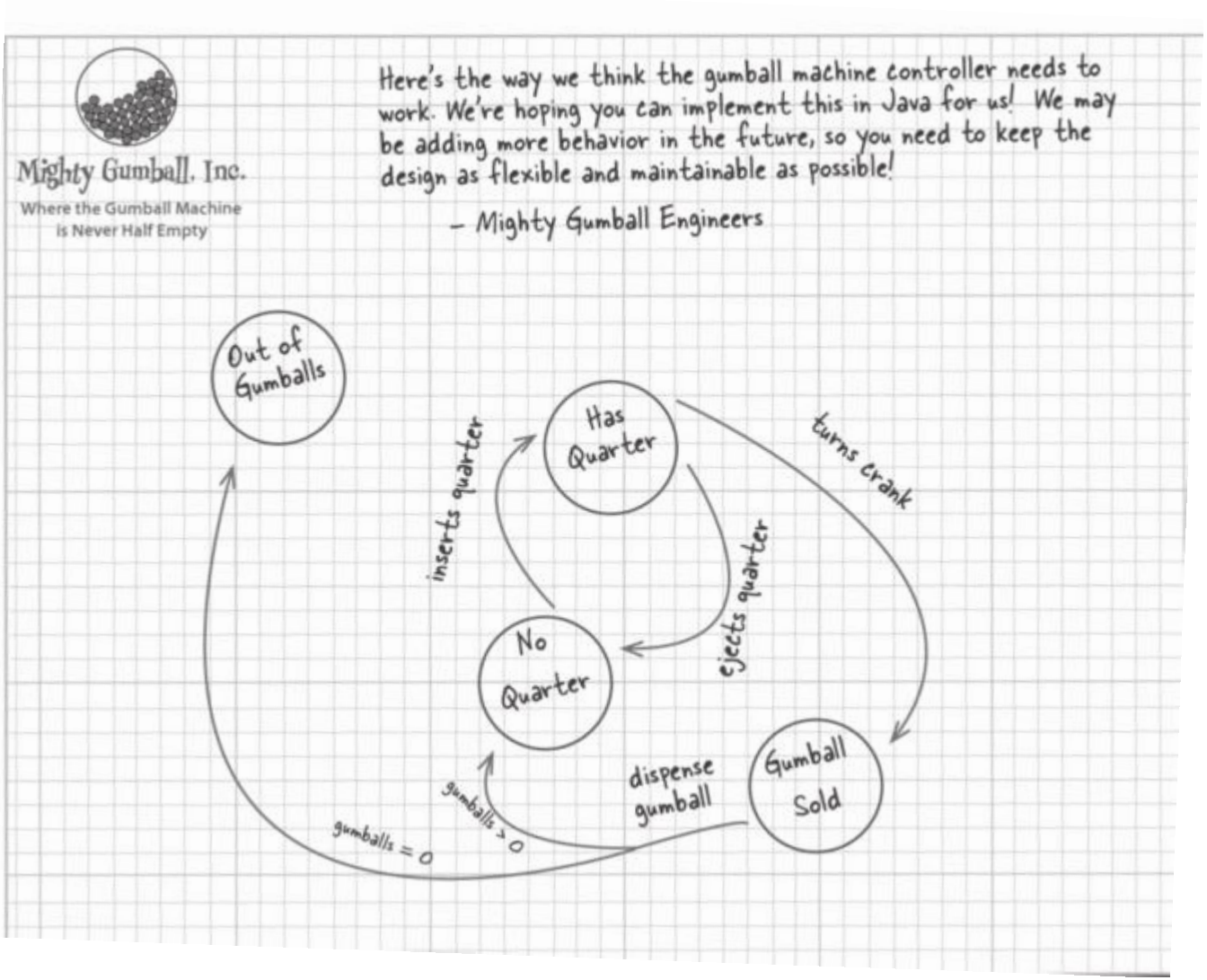
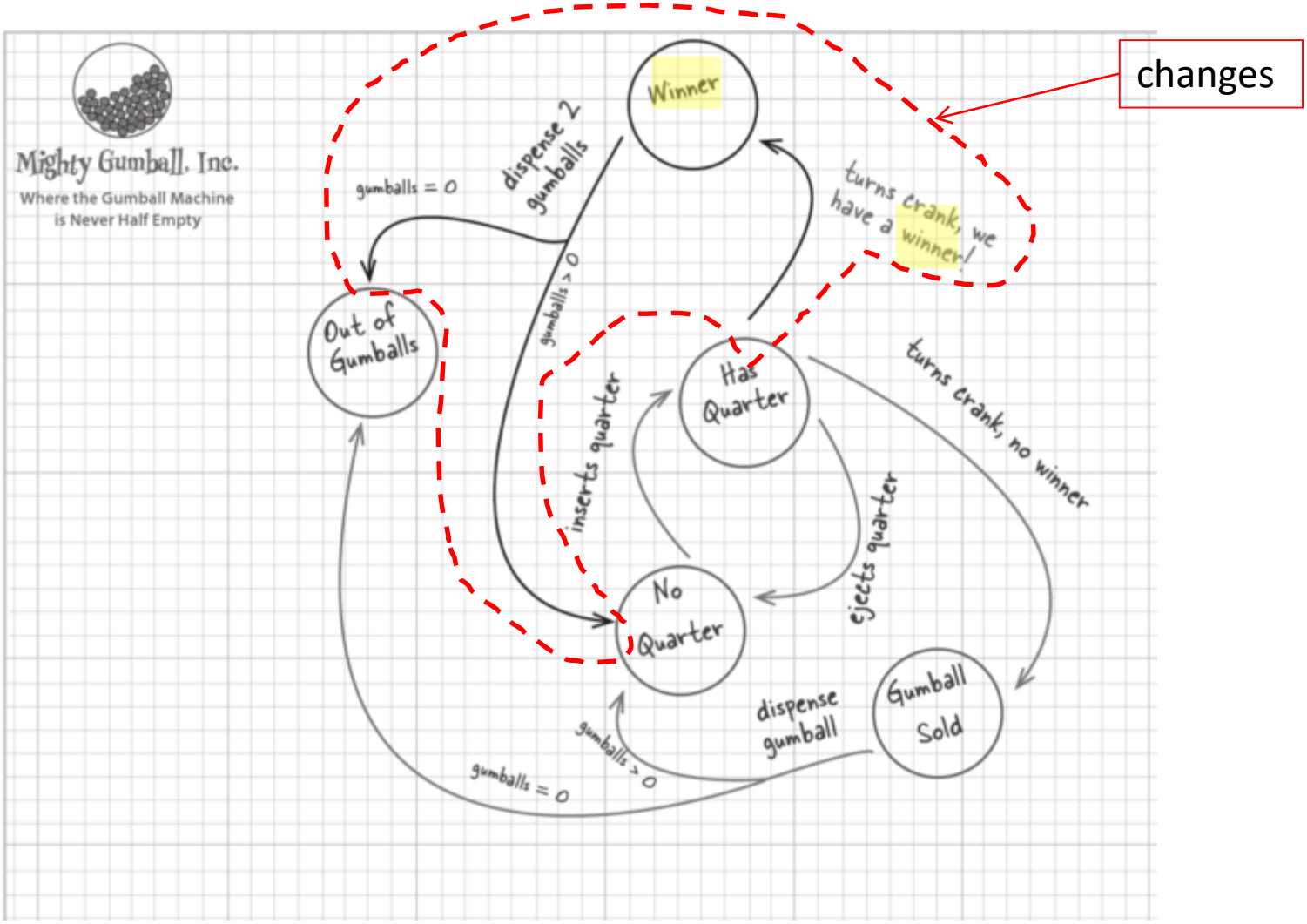
The original statechart diagram for the Gumball machine



The statechart diagram to incorporate a Winner state. Getting into the Winner state has a 1 in 10 probability. A winner gets 2 gumballs.



What code changes are required to incorporate the above changes to the gumball machine?